

Amendments to the Specification:

Page 22 delete the second full paragraph and insert therefore the following:

a¹
It is noted that the respective combat elements S1, S1, ... are designed to move in the unit of small regions M1, M1, ... as a minimum unit. The opponent's combat elements ~~M1, M1~~ S1, S1 ... move in the unit of small regions M1, M1... under the normal state controller 122, and the player's combat elements are designed to move to the small regions M1, M1, ..., which the player has specified with the cursor C.

Page 25 delete the second full paragraph and insert therefore the following:

a²
Specifically, the above data can be used to generate image data for displaying a small region ~~S1~~ M1 specified by the cursor C at the current point on the display unit as distinguished from other small regions ~~S1, S1~~ M1, M1, ... This can be attained by, for example, making a difference in color between the small region ~~S1~~ M1 and other regions ~~S1, S1~~ M1, M1... or adding some pattern to the small region ~~S1~~ M1 though the illustration is omitted. Data generated in this case is capable of displaying such a color and a pattern.

Page 26 delete the first full paragraph and insert therefore the following:

a³
When the combat state is started, an image, which shows a situation in which the player's combat element S1 and the opponent's combat element ~~S2~~ S1 are fighting with each other, is displayed on the display unit in real time.

Delete from Page 27 the last paragraph until Page 29 the second full paragraph:

~~This can be explained with reference to FIG. 9. In this example, it is assumed that the opponent's combat element S1 is placed at the small region M1 as illustrated in the figure. Distance data indicating that both are in the close distance range is generated only when the player's combat elements are placed at four small regions shown by diagonal lines. When the player's combat elements are placed at the other regions, distance data indicating that both are in the long distance range is generated.~~

~~Then, this data is sent to the combat state image determining unit 132 provided in the image data generator 130. The combat state image determining unit 132 generates image data about the initial image displayed on the display unit in accordance with the distance data at the beginning of the change to the combat state. In this embodiment, when the combat state image determining unit 132 receives distance data indicating that both combat elements S1 are placed in the close distance range, the combat state image determining unit 132 is configured to generate initial image data for displaying the initial image indicating that both combat elements are in the close distance range as compared with the case in which it receives data indicating that both combat elements are in the long distance range.~~

~~More specifically, this is illustrated as in FIG. 10. FIG. 10 shows an example of the initial image in a case (A) in which the combat state image determining unit 132 receives distance data indicating that both combat elements S1 are placed in the close distance range and that of the initial image in a case (B) the combat state image determining unit 132 receives data indicating that both combat elements are in the long distance range. In either example of FIG. 10, the soldier displayed at the front indicates the player's combat element S1 and the soldier displayed at the backward is the opponent's combat element S1.~~

~~According to these examples, in the case (A) in which distance data indicates that both combat elements S1 are placed in the close distance range, the opponent's combat element S1 is displayed largely as compared with the case (B) in which distance data indicates that both combat elements S1 are placed in the long distance range.~~

~~In a case where distance data is data that shows numerous levels (or non level), which are proportional to the distance, the distance between the player's combat element S1 and the opponent's combat element S1 can be variously expressed.~~